

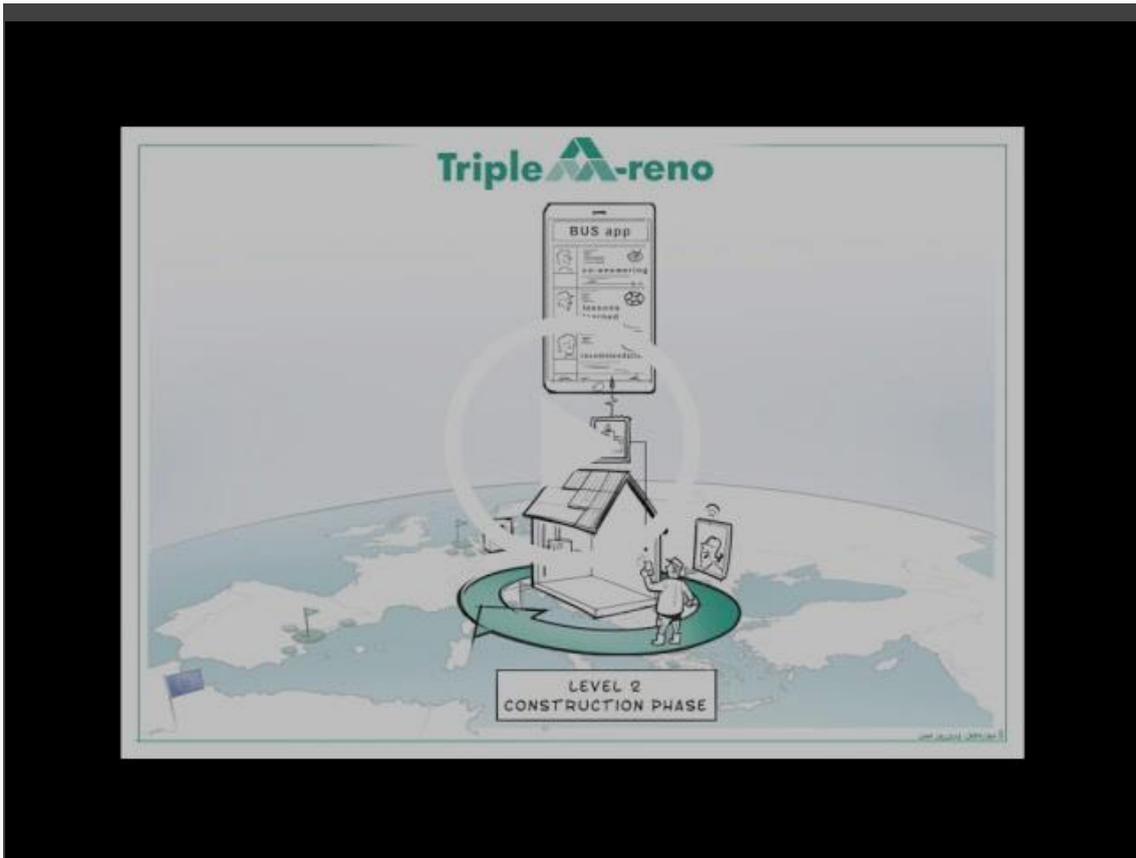
# TripleA-reno

**2nd Newsletter - June 2019**



## **TripleA-reno in a nutshell**

Watch the short video introducing objectives and targets of the TripleA-reno Horizon 2020 project.



## User-journeys towards deep renovations. 1st Triple A-reno Roadshow stops in Lyon

by

*Housing*

*Europe*

The 2nd International Social Housing Festival in Lyon provided a perfect landing spot for the first stop of the Roadshow of the Triple A-reno project. The event, organized by Housing Europe on June 5th, informed participants about the aims of the project. During the event valuable inputs were gathered that will feed into the gamified platform that is being developed in the project. This roadshow stop focused on the aim of fostering new people-centred models and decision support tools to increase the acceptance of deep renovations among residents.

In particular, the second part, provided an opportunity for the professionals present during the roadshow to play themselves with the story-telling approach. The Housing Europe staff animated this workshop session and gathered various stories about deep renovation challenges, local heroes and awards. Groups of participants were asked to use the story-telling canvas and imagine heroes, special powers and journeys. These stories from the workshop provide new content for the Triple A-reno gamification platform that will help people on their way towards deep renovation journeys.

[Read more on the Housing Europe website](#)

Triple -reno

Road Show Awareness  
5 June 2019  
Vaulx-en-Velin (France)



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## ICLEI member Bologna to be one of 8 TripleA-reno demonstration cases

by

ICLEI

Europe

The City of Bologna has been an active member of TripleA-reno project partner [ICLEI Europe](#) since 1992. Two multi-family buildings in the city, owned by a social housing company, will now serve as one of the demonstration cases of the project. They will be renovated not only to improve their energy efficiency, but also health, indoor environmental quality and user-satisfaction. Most of all, the renovation will take place involving the people actually living there and using the [TripleA-reno](#) approach - with the overall goal to make deep renovation Attractive, Acceptable and Affordable.

Statistically, 40% of energy consumption and 36% of emissions come from buildings. But even though this turned energy efficiency into one of the [EU's top priorities](#) and buildings are key to achieving its goal of reducing greenhouse gas emissions by 80-95% by 2050, it is not always easy to encourage deep renovation.

Cities, in order to align with global and national climate and energy targets, are mainly focused on public buildings. However, besides contributing to sustainability goals, the renovation of buildings means a reduction of energy supply, possibly swapping to renewable energy, and reduced energy bills. At the same time, it provides a number of societal benefits, including better health and life quality, local job creation, enhanced economic activity, higher value of real estate and improved attractiveness of a city.

For more information, please visit the [TripleA-reno project website](#)

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# GDPR in EU PROJECTS: A FIRST OUTLINE

Barbara Bottalico  
(Junior Partner at Ferrario, Provenzali Nicodemi Law Firm in Milan and post-doctoral fellow at the Center for Health Technologies, University of Pavia, Italy)

The General Data Protection Regulation (GDPR) is the new European Union (EU) legislation that addresses the handling of personal data. It is a regulation by which the European Commission intends to strengthen and unify data protection for all individuals within the EU privacy regulation. Though it was drafted and passed by the European Union, it imposes obligations onto organizations anywhere, so long as they target or collect data related to people in the EU. The regulation was put into effect on May 25, 2018. With the GDPR, Europe is signalling its stance on data privacy and security at a time when more people are entrusting their personal data with cloud services, new apps, and breaches are a daily occurrence. The fines for violating the GDPR can be high. There are two levels of penalties, which max out at €20 million or 4% of global revenue, plus data subjects have the right to seek compensation for damages. Within a European Project, where many different actors (companies, institutions) are involved, the first crucial step is to identify their key-roles. In order to do it correctly, it's fundamental to start from the definitions. *Personal data* is any information that relates to an individual who can be directly or indirectly identified. Names and email addresses are obviously personal data. Location information, ethnicity, gender, biometric data, religious beliefs, web cookies, and political opinions can also be personal data. Pseudonymous data can also fall under the definition if it's possible to ID someone from it. *Data subject* is the person whose data is processed. These can be customers, site visitors, participants in the project and so on.

Read the full article on the [TripleA-reno website](#)



## TripleA-reno & MOBISTYLE: Workshop at CLIMA 2019

by

REHVA

In the framework of the [13<sup>th</sup> CLIMA Congress](#), held in Bucharest between 26 and 29 May, the TripleA-reno project showcased its results and methodology on May 27th during the joint workshop "Why people matter?"

*Exploitation strategies for people-centred design TripleA-reno & MOBISTYLE projects*” organized in collaboration with [MOBISTYLE](#), H2020 project aiming to develop understandable information on energy, health and lifestyle that will motivate end-users to change their behaviour towards optimised energy use.

Both projects focus on a people-centred approach to reduce energy use in the EU building stock and hence displayed during the workshop how human factors play a pivotal role in energy consumption reduction, enhanced building performance and users comfort and health.

The event was chaired by Simona d’Oca (Huygens Engineers & Consultants), who introduced the TripleA-reno deep renovation journey of heroes. The MOBISTYLE project was presented by Dan Podjed (IRI-UL), presenting an applied anthropological approach on the importance of outstanding individuals and their stories for boosting behavioural change and finally energy savings, and by Ana Tisov (Huygens Engineers & Consultants), disclosing the MOBISTYLE methodologies for fostering behavioural change.

The session prioritized interaction with the public as attendees were requested to draw a storytelling canvas based on the TripleA-reno “hero’s journey” approach and to build their narrative on how their fictional end-user could benefit from the TripleA-reno gamified platform or from the MOBISTYLE tools to overcome barriers towards the realisation of energy saving investments or behaviours.



## TripleA-reno EUSEW Energy Day

by

ACE

Triple-A reno participated in the session “Bringing solutions together”, as part of the [Architects’ Council of Europe \(ACE\)](#) Energy Day in the European Sustainable Energy Week ([EUSEW](#)). The session was a joint effort of five Horizon 2020-funded European projects ([ALDREN](#), [Fit-to-NZEB](#), [HAPPEN](#), [iBROAD](#), [Triple-A reno](#)) about improving energy and indoor environmental performance on deep renovation projects.

Read the full article on the [TripleA-reno website](#)



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## TripleA-reno consortium meeting in Budapest

by

UIPI

In June 2019, TripleA-reno consortium meeting was hosted in Budapest by the Hungarian colleagues of Comfort Consulting. Partners had the opportunity to present the progress of the work done during the previous months and discuss the most important milestones for the period ahead.

The team developing the gamification platform expects to have a first mock-up ready by fall 2019. Along with the mock-up of the online platform, the team plans to release an actual board game, aiming to make the wider audience more familiar with investments for energy renovations and level them up to match the popularity of other types of investments that have, over the time, become the main theme of board games, such as real estate investments (Monopoly, Hotel, Acquire etc.).

In the coming months partners plan to bring together all different types of platform's end-users (i.e. property owners, architects, installers etc.) to test the different functionalities and provide valuable feedback regarding its usability and attractiveness. Another impressive development reported during the last meeting was related to the results of the "storytelling" workshops, where partners provided detailed information about the value that the platform will create for the different end-user groups, so that the functionalities of the platform can be designed according to their needs and aspirations. The developers of the platform will utilise this information to adjust the design, interface and the overall user experience.

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## People at the heart of Smart Homes. A Housing Europe HEART Project webinar

by

Housing

Europe

People at the heart of Smart Homes - how to enjoy the benefits and prevent the pitfalls? This was the central question that the first webinar of Housing Europe within the framework of the Horizon 2020 HEART project, aimed to address.



How can we ensure that people, the main target of audience, are not actually in the end the ones who are left behind? Check out this Housing Europe webinar featuring views from the academia, the Joint Research Center of the European Commission as well as the tech companies.

[Find out more and watch the webinar](#)



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